

ACTION, STRATEGY, & ADVENTURE IN THE FANTASY WORLD

GEMSTONE WARRIOR



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TALE OF THE

*Listen, Brave Warrior, to the tale
and of Man's*

At the dawn of time, the gods created the Heavens, the Earth, and the Underworld. They breathed life into Man and all the creatures were living, including those deep and deformed Demons that inhabit the Underworld. The Gemstone, a source that surpasses the Earth's natural magic, was entrusted to Man.

For countless eons, the Earth's inhabitants lived in peace, prosperity, and happiness. Man wielded the magic of the Gemstone to create simple magic that brought no harm

In the dark Underworld, the evil Demons' jealousy of the great Gemstone's power grew and festered. They coveted Man's power and prosperity and plotted to destroy him. Soon, the Demons created a volcano which served as a pathway from the Underworld to the Earth's surface. From their lair under the volcano, the Demons swarmed out onto the earth to plague Man. But the magical powers of the Gemstone forced them back into the darkness of the Underworld. Not discouraged, the evil ones again plotted against Man. Then, in the largest gathering of evil forces ever seen upon the face of the Earth, the Demons launched their mighty siege. They killed all they came upon — the brave soldiers, innocent women with their babies, and the keepers of the Gemstone. With the keepers dead, the Gemstone was unprotected, and the Demons stole it from its place on the Temple's high altar.

And so it was devastated. The absence of the Gemstone caused the golden society created by magic to crumble. Chaos ensued. Disease and famine swept throughout the world. The few remaining magic items became objects of bitter strife, dividing brother against brother. The Gemstone seemed to have taken with it all of Man's goodness and hope.

The Demons expected to gain ultimate power from the Gemstone, but found they could not use its powers. The gods

GEMSTONE...

*of the magnificent Gemstone
descent into ruin:*

had created the Gemstone so it could only be used by Man. Drugged, the Demons determined that Man would never be able to use the Gemstone's powers again. With hands of hatred, the Demons attempted to destroy the great stone, but were only able to fragment it into five pieces. These five pieces they concealed in their complex underground lair. Then, in a last attempt to exhaust the Earth of its few remaining sources of magic, the Demons broke up to the surface once again, scouring it for gold, treasure, and other magic things. Nothing remained sacred. Tombs and groves were robbed of their riches, and the Wild Hares made their mindless skeleton slaves to guard the evil ones' lair.

Humanity now occupies a state of desperation. The Demons and their sinister masters multiply daily as Man's numbers decrease. The few hopeless survivors cower in scattered hiding places. Their only hope lies in the arrival of a Hero to enter the cavernous volcano and restore the Gemstone to its true owners. The few adventurous souls who have made the attempt have perished, condemned to wander for eternity as skeletons in the Demons' lair.

Brave Warrior, your goal is to return the five pieces of the Gemstone to the temple. First, you must find the way through the system of underground caverns that lead to the mine. Once inside the mine, find the five pieces of the Gemstone. When the pieces are gathered, you must escape the Demon's lair through the opening gateway and place the Gemstone on the temple altar. Go with haste, for if you succeed, you will be rewarded with great treasure and honor as the Champion of Man and our world.

Gods' luck to you, Brave Warrior — you have but one chance!





1.2 COMMODORE 64 PLAYERS

1.2.1 Loading

Turn on the disk drive, computer, and monitor. Insert the diskette and type **LOAD ***.A**.

1.2.2 Game Menu

You will see a menu allowing you to choose from (B) Beginner's game, (N) Normal game, (K) Kamikaze game, (O) Old game, (C) Command screen, (P) Sound on/off, (Q) Quit game.

The three types of games — Beginner, Normal, and Kamikaze — represent levels of difficulty. The Beginner's game is quite challenging. The other games include monsters that not only move faster, but have capabilities not found in the Beginner's game. In the Beginner's level, magical items (see 6-21) have the effects listed. Higher level Kamikaze levels are different in that the items may have with different effects than those listed, and an item's effect may also change as the game proceeds.

The Old game option allows you to continue a game previously saved (see 1-6). Pressing the **PS** key toggles sound between on and off. Quit game does just that, without saving anything in progress.

The Command screen option takes you to a menu that allows you to redefine the keyboard commands. For example, you may redefine the **SPACE BAR** instead of the **RETURN** key as the Search/Take command. To select the command you wish to change, move the cursor down to the desired command and press the key you desire to replace it with. The new key will be displayed next to the command. Please note that you may not have the same key next to more than one command. You may move the cursor to the desired commands with a joystick (in port #2) or the cursor keys.

Although not listed on the Game Menu, you may press **Ctrl R** to Blank out the bottom three high scores on the high score display. Pressing the **SPACE BAR** pages you through the different opening screen displays, including the high score display and the game menu.

1.3 Movement Commands

Joystick (in port #2) To move, push the joystick in the desired direction. (diagonal moves are not allowed)

Keyboard: Press "U" to move up (\uparrow), "L" to move left (\leftarrow), "K" to move down (\downarrow), and "R" to move right (\rightarrow).

Players may use the joystick and/or keyboard commands at any time since both methods are available at all times.

When you move your Warrior, his facing (up, down, right, left) will change automatically. Press the **SPACE BAR** to have your Warrior crouch in and out of RUN mode.

1.4 Fire Commands

Joystick (in port #2) To fire, press the button on the joystick and push the stick in the direction you wish to fire. You may fire in any direction. (Facing changes automatically)

Keyboard: Press the appropriate key to fire in the desired direction.

A and W = Shoot diagonally

D and X = Shoot diagonally

(rotated 90° from A and W)

S = Shoot straight

R = Select weapon (juggles between crossbow and fireball)

The diagrams below illustrate keyboard input and directions of fire according to facing.







played a SOUND ON and KEYBOARD. When you press **Ctrl S** the SOUND ON changes to SOUND OFF and vice versa. Pressing **Ctrl K**, **Ctrl N**, or **Ctrl E** changes the KEYBOARD to KEYBOARD, NORMAL JOYSTICK, and EXPERT JOYSTICK, respectively.

The three types of games — Beginner, Normal, and Kanakur — represent levels of difficulty. The Beginner's game is quite challenging. The other games include monsters that not only move faster, but have capabilities not found in the Beginner's game. In the Beginner's level, magical wares (see 5.0) have the effects listed. Normal and Kanakur levels are difficult in that the wares may cost with different effects than those listed, and an item's effect may also change as the game proceeds.

The Old game option allows you to continue a game previously saved (see 1.7). Quit game option does just that, without saving anything in progress.

The Commands option takes you to a menu that allows you to redefine the key based commands. For example, you may re-define the SPACE BAR instead of the RETURN key as the Search/Take command. To select the command you wish to change, move the cursor (pressing the **Ctrl J** and **Ctrl K** keys) to the desired command and press the key you desire to replace it with. The new key will be displayed next to the command. Please note that you may not have the same key next to more than one command.

Although not listed on the Game Menu, you may press **Ctrl S** to blank out the bottom three high scores on the score display. Pressing the SPACE BAR pages you through the opening screen displays, including the high score display and the game menu.

2.3 Joystick and Keyboard Modes

In the Game Menu or while in actual game play you may switch from keyboard, normal joystick and expert joystick modes by pressing the appropriate key.

Ctrl K = Keyboard

Ctrl N = Normal Joystick

Ctrl E = Expert Joystick

2.4 Movement Commands

Keyboard: Press "W" to move up (\uparrow), "J" to move left (\leftarrow), "K" to move down (\downarrow), and "L" to move right (\rightarrow).

Normal Joystick: Press button 0 and move stick in desired direction.

Expert Joystick: Move stick in desired direction and press button 0.

When you move your Warrior, his facing (up, down, right, left) will change automatically. Press the SPACE BAR to have your Warrior toggle in and out of RUN mode.

2.5 Fire Commands

Normal Joystick: Press down button 0 and point stick in direction of fire.

Expert Joystick: Move stick in direction of fire and press down button 0.

Keyboard: Press the appropriate key to fire in the desired direction.

A and W = Shoot diagonally

D and X = Shoot diagonally

(rotated 90° from A and W)

S = Shoot straight

The diagram below illustrates keyboard in put and direction of fire according to facing.



All modes R = Select Weapons (toggle between crossbow and forbud)

1.0 ATARI PLAYERS

1.1 Loading

Turn on the disk drive and insert the GAME disk. Remove all cartridges and turn on the computer. The game will self-test. On the 800 XL computer, hold down the OPTION key as you turn on the computer.

1.2 Game Menu

You will see a menu allowing you to choose from (B) Beginner's game, (N) Normal game, (K) Karate game, (O) Old game, (C) Command screen, (F) Sound on/off, and (Q) Quit game.

The three types of games — Beginner, Normal and Karate — represent levels of difficulty. The Beginner's game is quite challenging. The other games include features that not only move faster but have capabilities not found in the Beginner's game. In the Beginner's level, ranged items (see 6.0) have the effects listed. Normal and Karate levels are different in that the items may have different effects than those listed, and an item's effect may also change as the game proceeds.

The Old game option allows you to continue a game previously saved (see 3.0). Pressing the Ctrl S key toggles sound between on and off. Quit game does just that, without saving anything in progress.

The Command screen option takes you to a screen that allows you to redefine the keyboard commands. For example, you may redefine the SPACE BAR instead of the RETURN key as the Switch/Take command. To select the command you wish to change, move the cursor down to the desired command and press the key you desire to replace it with. The new key will be displayed next to the command. Please note that you may not have the same key next to more than one command. You may move the cursor to the desired commands with a joystick in part #11 or the cursor keys.

Although not listed on the Game Menu, you may press Ctrl R to blank out the bottom three high scores on the high scores display. Pressing the SPACE BAR pages you through the different opening screen displays including the high score display and the game menu.

1.3 Movement Commands

Joystick (in part #11) To move, push the joystick in the desired direction. Diagonal moves are not allowed.

Keyboard: Press 'U' to move up (\uparrow), 'J' to move left (\leftarrow), 'K' to move down (\downarrow), and 'L' to move right (\rightarrow).

Players may use the joystick and/or keyboard commands at any time since both methods are available at all times.

When you move your Warrior, his facing (up, down, right, left) will change automatically. Press the SPACE BAR to have your Warrior stop in and out of RL/N mode.

1.4 Fire Commands

Joystick (in part #11) To fire, press the button on the joystick and push the stick in the direction you wish to fire. You may fire in any direction (firing changes automatically).

Keyboard: Press the appropriate key(s) in the desired direction.

A and W = Shoot diagonally

D and K = Shoot diagonally
(rotated 90° from A and W)

S = Shoot straight

R = Select weapon (toggles between
cannon and fistball)

The diagrams below illustrate keyboard input and directions of fire according to facing.



1.6 Inventory Commands

The inventory commands are used to search for and collect items in chests and coffins or on dead monsters. They are also used to compare items with the Warrior's inventory list (see § 1) to select and use items which the Warrior has already collected.

Inventory commands are as follows:

RETURN = Search/Take an item

from a chest, coffin, or dead monster

F = Put the item displayed in the inventory Box into a chest, coffin, or dead monster that the Warrior is standing next to

SLASH (/) = Use the item in the inventory Box.

SEMICOLON (;) = Search an already collected item

LESS THAN (<) = Move inventory Box left

GREATER THAN (>) = Move inventory Box right

Players using a joystick may execute the Search/Take command by pressing the button and letting go, without moving the joystick.

1.6 Other Commands

Ctrl S = Save game on/off

Esc = Exit Game/Menu. This will automatically save the game onto the game disk, and return to the game menu.

Starting a new game or continuing an old game enters the menu, previously saved on the disk.

Ctrl F = This command freezes or unfreezes the game. Press any key to continue.

1.7 Summary of Keyboard Commands for Atari

Atari keyboard commands are shown in the diagram below.

ATARI KEYBOARD





4.0 MACINTOSH PLAYERS

4.1 Loading

Turn off your computer (if on). Insert game diskette into drive and turn on your computer. The game will automatically boot up.

4.2 Game Menus

When the game screen appears, move the mouse to "Gemstone Warrior" or "Options" and click the mouse to pull down the menus. Under "Gemstone Warrior" you may select a Beginner, Normal, or Kamikaze game. You may also choose to continue an old game, save a game in progress, compare the game. Under "Options" you are allowed to pause the game, turn the sound effect on, redefine the keyboard commands, select mouse help, display high scores, or view three bottom high scores.

The three types of games — Beginner's, Normal, and Kamikaze — represent levels of difficulty. The Beginner's game is quite challenging. The other games include bonuses that not only move faster but have capabilities not found in the Beginner's game. In the Beginner's level, magical items (see chart 8.0) have the effects listed. Normal and Kamikaze levels are different in that the items may have with different effects than those listed, and an item's effect may also change as the game proceeds.

The redefine keyboard commands takes you to a menu that allows you to change the command keys. For example, you may redefine the SPACE BAR instead of the RETURN key as the Search/Take command. To select the command you wish to change, move the mouse down to the desired command and press the key you wish to replace it with. The new key will be displayed next to the command. Please note that you may not have the same key next to more than one command.

When you save a game, it will be saved automatically onto your game disk. Saving a new game or continuing an old game saves the game previously saved on the disk.

4.3 Movement and Fire Commands

Mouse: You may use the Mouse to move the Warrior and to fire his weapons. There are

four movement directions and eight fire directions. The following diagram shows the move and fire area. These areas are superimposed upon the Playing Area of the screen and are centered around the Warrior (although not graphically portrayed on the screen).



The four movement areas are in the center of the playing area and the eight firing areas occupy the rest of the playing area.

The Warriors, of course, is the center of the playing area.

Mouse movement: Clicking in a move area moves the Warrior one space per click, if already firing that direction. If the Warrior is facing another direction then the first click from the Warrior in the new direction, and every click in the same area move him.

Holding the mouse button down in a movement area moves the Warrior continuously in the direction area.

Mouse firing: Clicking in a fire area shoots the current weapon once. Holding the button down in a fire area shoots the current weapon continuously.

Continually clicking the mouse button gives the command for that area once and holding the mouse down gives repeated commands. If while holding the button down you move the mouse into a new area, the commands given will change to that new area.

Keyboard movement: Press 'U' to move up (↑), 'J' to move left (←), 'K' to move down (↓), and 'L' to move right (→).

When you move your Warrior he's facing up, down, right, left will change automatically. Press the SPACE BAR to have your Warrior toggle in and out of RUN mode.



Keyboard firing: Press the appropriate key to fire in the desired direction

A and W = Shoot diagonally

D and X = Shoot diagonally
(toward 90° from A and W)

S = Shoot straight

R = Select weapon (toggle between crossbow and boltball)

The diagram below illustrates keyboard input and directions of fire according to firing:



4.4 Inventory Commands

The inventory commands are used to search for and collect items in chests and coffins on

dead monsters. They are also used in conjunction with the Warrior's Inventory Box (see 3.1) to select and use items which the Warrior has already collected.

Mouse: Move the mouse to the appropriate key you wish to select and click the mouse. Double click over an inventory item to use it. Please refer to the Macintosh screen display at the back of the rules for a detailed diagram.

Keyboards:

RETURN = Search/Take an item from a chest, coffin, or dead monster

P = Put the item displayed in the inventory box into a chest, coffin, or dead monster that the Warrior is standing next to

SLASH (/) = Use the item in the inventory box

SINGLE QUOTE (') = Search area/continue search

LEFT BRACKET ([) = Move Inventory Box left

RIGHT BRACKET (]) = Move Inventory Box right

Players may use the mouse and keyboard interchangeably since both are active at the same time.

4.5 Summary of Keyboard Commands for Macintosh

Macintosh keyboard commands are shown in the diagram below.



3.2 THE SCREEN

3.1 Apple, Atari, and C-64 Screens

The GEMSTONE WARRIOR screen helps you understand everything you need to know

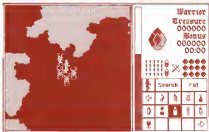


SCREEN ITEMS

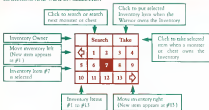
The items and areas displayed on the screen are:

- | | | | |
|------------------------|--|-----------------------------|--|
| 1 Playing Area | Where all the action takes place | 3 Arrows | Shows the number of Gemstone Arrows (bells) you have left |
| 2 Treasure | Keeps track of the number of Treasure Points you have collected from chests, coffins or dead monsters | 6 Current Weapon | Shows which weapon is currently ready for use |
| 3 Bonus Counter | Indicates the present value of the Bonus | 9 Running Man | Indicates whether you are running or not. You are running when the Running Man appears on your screen above the treasure |
| 4 Timer | Shows the time remaining for achieving Bonus Goal | 10 Inventory | Shows the items in your possession, shows the result of a search of a chest, coffin or dead monster |
| 5 Life Bar | Indicates how much damage you have taken from the attacks of monsters or the effects of Magic Items. When the Life Bar reaches the bottom, you are dead. It turns blue if you have been infected by a shambler | 11 Inventory Box | Indicates the items that can be picked up, put down or used (see Inventory Commands) |
| 6 Flashbulb | Shows the number of Flashbulbs you have left | 12 Inventory Checker | Takes you like Wizard, on the object of a search (a chest, coffin or monster) |

5.2 Macintosh Screen



MOUSE INVENTORY/ SEARCHING AND WEAPON SELECTION



- Click once on an inventory item to select it
- Click twice on an inventory item to use it
- Click on Crossbow Bolts (Arrows) to select Crossbow
- Click on Small Footballs to select Football

6.6 MAGIC AND OTHER ITEMS

6.1 Magic Items

Magic items found in GEMSTONE WAD-ROCK are listed below. In the top row's level the items have the effects listed below. Normal and Knowledge levels are different in that the items may start with different effects than those listed, and an item's effect may also change as the game proceeds.

MAGIC ITEM

NAME

EFFECT



Goblet

hurt



Wand

freeze



Bottle

poison



Ring

visibility



Potion

regenerate



Scroll

disease



Ground

poison



Crystal Ball

visibility



Book

cure disease



Horn

life



Scorpion

protection



Dagger

unknown



Flower

unknown



Die

unknown



Ancient
Black Thing

unknown

6.2 Other Items



Coffin



Chest



Archway



Door



Gems



Magic Bolt



Crossbow and Arrows

TO CAST OF CHARACTERS



Disgusting Shambler
A disgusting and vicious monster that collects garbage and wastes from the cinema.



Thieving Fly
A blood sucking pest.



Skeleton
Animated dead bodies of your predecessors.



Gas Plant
Exploding hydrogen plant.



Giant Amoeba
A reproductive organism.



Ghost
Souls trapped by the Demons.



Summoning Eye
Which guard for the Demons.



Demons
The vile beings who rule the Genosses.



Brave Warrior
Youself!



8.0 BONUS TREASURE

Bonus: Scoring is important if you want to score a high score. If you win the game within the bonus time displayed on the screen, you will receive double your score.

8.0 TIPS ON STRATEGY

- Plan a moving and firing strategy first, as possible.
- Keep your distance from monsters when in combat. Use your Crossbow saving your Fireballs for the Demons in the Maze and other tricky situations.
- Use Inventory Commands to search monsters, chests and coffins for gold, weapons and magic items.
- Do not forget your magic items. They are very powerful.
- Move quickly to receive Bonus Treasure points.
- Keep moving toward your main goal, the recovery and safe return of the Gemstone.
- Map the dungeons. This is the key to winning the game and collecting the Bonus. It is advisable to use a mapping system that shows both the shape of a room and the location of all doors. (Note: doors, gates, and magic portals are interchangeable, but are always in the same location. The icon of a map looks like this:



Does indicate the presence of a door.

- Go through every door you can. The Gemstone pieces are hidden in the dungeons in a place called the Maze. (You should try it, too, but be ready for a surprise.) The Maze is entered through a gate surrounded by pillars; you can't miss it.
- Know your magic. In a Beginner game, learn through your possessions, and the means of their uses. In a Normal or Kamikaze game, you should use a few of your items as soon as

possible. Six items will have the same potency as the Beginner game. The larger you explore, the more chance there is of two items switching powers. So if your magic shield spell turned you invisible, try the item that used to make you invisible — it might be a shield. The last note about magic, is that every item has only one use. Use it and it's gone. But there is a 10% chance of the item returning.

- Shamblers should be killed as quickly as possible. If you contract a disease, and do not have the cure, you may find yourself in trouble. This is especially true in the Normal or Kamikaze games when the cure could be any of ten items. (Note: Disease is temporary. If you have healing, regeneration, or life, you may be able to take out the infection.)

- Study the types of monsters found on different monsters. The first three skeletons plus a very crossbow bolt may save your life.

- There is a maximum number of items you can carry so put down pieces as soon as you discover it. Life magic only works to resurrect you once, unless you game, so carrying more than that can waste. If you cannot carry an item, you have discovered you may wish to use it immediately (especially if it is an disease or shield item).

- If you have range in combat, use it. Don't worry about being afraid, think of what's behind you as tender territory. Put a few shots and move back. Monsters only do damage when they hit you.

- It isn't necessary or wise to kill everything in a room until you are in the maze. If you are protected, use the protection to move on quickly. (Note: After the maze you won't have time to kill everything. Monsters will ignore invisible or illusion cloaked warriors unless you shoot first. Save a few of these useful items for use after you retrieve the Gemstone (when the demons come out).

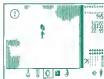
- Buy sharp. You can have a weapon long before you use it, and you can then be prepared for an attack. Look for the different rewards made by the monsters and decide. Fireball, crossbow or magic item?

GOOD LUCK!

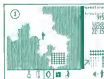
13.9 EXAMPLES OF PLAY



The Warrior searches a room for chests. Upon finding one, he opens it and discovers some Gold!



He takes the gold and considers his next move.



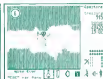
The Warrior then proceeds to a large gated door near the south end of the room. He decides to use his Ring when he gets to the door. (Note the Inventory Selection Box at the bottom center of the screen.)



He puts the Ring on and as his assistant, his body has been transformed into a skeleton.



The Warrior, disguised as a skeleton, searches a chest while the ghost and two red skull icons are near the door.



He was too careful and too slow. To his shock, he changes back to his own form and is overwhelmed.

And now, his spirit, as one of the Demons' created creatures, will wander the Demons' Land forever.

... The Quest Continues

The air about you is chill and damp. You strain to see farther through the hazy darkness, your ears finely attuned to the faint sounds around you: the drip of water off the cavern walls, the faint scratching of your boots across the rough floor, the muffled hiss of your breathing.

Then something else. Footsteps approaching?

You tighten your grip on your trusty crossbow, and check the quiver on your belt. Ten crossbow bolts left.

You smile grimly, remembering the Magic Item in your backpack: the crystal ball that so effectively froze the Flyers in the last room. In a pinch it could save your life.

The footsteps are closer. But nearby is the doorway into the next room. Why fight whatever is behind, when your Quest lies ahead?

For a moment, you look down at the pouch on your belt. Warm to the touch, the leather almost seems to be glowing. Is from within by the fragment of the Gemstone it contains.

Drawing a deep breath, you step through the doorway into the Unknown.
ONWARD TO GLORY!



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